

WHAT IS CLAIMED IS:

1. An amusement device, comprising:

a shaft having a first end and a second
end;

5 a plurality of contact targets coupled to
said shaft, wherein each of said contact targets contains
a sensor that senses when that contact target is struck
against an external object;

10 a plurality of indicators, wherein each of
said indicators is associated with one of said contact
targets;

15 a microprocessor coupled to said plurality
of indicators and to each of said sensors, wherein said
microprocessor activates said indicators in a sequence
and detects if said contact targets are struck in said
sequence.

2. The device according to Claim 1, wherein said
plurality of indicators are visual indicators that are
located on said shaft.

3. The device according to Claim 1, wherein said contact targets radially extend from said shaft.

4. The device according to Claim 1, wherein said contact targets radially extend from a common point along said shaft.

5. The device according to Claim 1, further including a mechanism for moving said contact targets relative said shaft.

6. The device according to Claim 4, further including a mechanism for rotating said contact targets around said common point.

7. The device according to Claim 1, wherein each of said contact targets is collapsible between an extended position and a compressed position, when said contact targets are struck against an external object with a predetermined force.

8. The device according to Claim 7, wherein said contact targets contain a resilient structure that

returns each of said contact targets from said compressed position to said extended position after dissipation of said predetermined force.

9. The device according to Claim 7, wherein said sensor is a switch disposed in each of said contact targets that is activated when each of said contact targets is compressed in said compressed position.

10. The device according to Claim 1, wherein said indicators include colored lights, wherein a color associated with each of said colored lights corresponds to a color of one of said contact targets.

11. The device according to Claim 1, wherein said microprocessor alters said sequence each time said sequence is displayed.

12. A game assembly, comprising:

a hand-held object having a plurality of contact targets extending therefrom, wherein said contact targets are selectively struck by striking said hand-held object against an external surface;

a sequence indicator for producing a sequence in which said contact targets are to be struck;

a controller for monitoring if said contact targets are struck against an external object in a pattern matching said sequence.

13. The assembly according to Claim 12, wherein said hand-held object includes an elongated shaft wherein said plurality of contact targets radially extend from said elongated shaft.

14. The assembly according to Claim 13, wherein said sequence indicators include a plurality of lights.

15. A method, comprising the steps of:

providing a hand-held object having a plurality of contact targets disposed thereon;

providing an indication on said hand-held object of a sequence in which said plurality of contact targets are to be struck;

striking said contact targets against an

external surface in a striking pattern; and
determining if said striking pattern
matches said sequence.

16. The method according to Claim 15, further
including the step of rotating said plurality of contact
targets on said hand-held object.

17. The method according to Claim 15, wherein said
step of providing an indication includes providing a
plurality of lights that color match said contact targets
and illuminating said plurality of lights in said
sequence.

18. The method according to Claim 15, wherein said
sequence is complicated each time said striking pattern
matches said sequence.